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☐	L1	(cut or cutting) same (portion or image or region or area) and parameter and (altering or altered or alter) same parameter	1776

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☐	L23	L22 and altered same parameter	0
☐	L22	l11 and (omitted or omitting) same (portion or area or region) and fit or (join or joined) same 3D same shape	457
☐	L21	L20 and altered same parameter	2
☐	L20	L19 and 345/$.ccls.	219
☐	L19	(omitted or omitting or cut or cutting) same (portion or area or region) and image and 3D and parameter and (fit or join$)	2014
☐	L18	3d same shape and (omit or omitting) same portion and (modified or modify) and parameter	6
☐	L17	3d same shape and (omit or omitting) same portion and fit and joint and parameter	0
☐	L16	3d same shape and (omit or omitting) same portion and fit and joint and altered same parameter	0
☐	L15	l11 and (ormitted or omitting) same (portion or area or region) and altered same parameter	0
☐	L14	l11 and (ormitted or omitting) same (portion or area or region) and curve same surface and fit and parameter	0
☐	L13	l11 and (ormitted or omitting) same (portion or aera or region) and curve same surface and fit and parameter	0
☐	L12	345/442.ccls.	354
☐	L11	345/441.ccls.	940
☐	L10	345/642.ccls.	47
☐	L9	345/641.ccls.	67
☐	L8	345/631.ccls.	11
☐	L7	345/630.ccls.	170
☐	L6	345/629.ccls.	965
☐	L5	345/626.ccls.	63
☐	L4	345/620.ccls.	220
☐	L3	345/619.ccls.	966
	DB=USPT; PLUR=YES; OP=OR		
☐	L2	L1 and joint and fit and (modify or modified)	21
		(omit or omitted or omitting or cut or cutting) same (portion or area or region)	

☐	L1	and curve same surface and altered same parameter	89

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PALM INTRANET

Day : Friday
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Inventor Information for 09/749624

Inventor Name	City	State/Country
FUJIWARA, KOICHI	OTSU-SHI	JAPAN
TOYAMA, OSAMU	KAKOGAWA-SHI	JAPAN
FUJII, EIRO	OSAKA	JAPAN

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Terms used
3d shape generating and **omitted portion** and **curve surface** and **altered parameter**

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1 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

2 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Full text available: pdf(9.03 MB) Additional Information: full citation, references

3 Local control of bias and tension in beta-splines
Brian A. Barsky, John C. Beatty
July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3
Full text available: pdf(1.37 MB) Additional Information: full citation, abstract, references, citings, index terms

The Beta-spline introduced recently by Barsky is a generalization of the uniform cubic B-spline: parametric discontinuities are introduced in such a way as to preserve continuity of the unit tangent and curvature vectors at joints (geometric continuity) while providing bias and tension parameters, independent of the position of control vertices, by which the shape of a curve or surface can be manipulated. Using a restricted form of quintic Hermite interpolation, it is possi ...

Keywords: Beta-splines, computer-aided design, geometric continuity, polynomial splines, tension

4 Local Control of Bias and Tension in Beta-splines
Brian A. Barsky, John C. Beatty
April 1983 **ACM Transactions on Graphics (TOG)**, Volume 2 Issue 2

Full text available: pdf(1.31 MB) Additional Information: full citation, references, citings, index terms

5 Graphics Programming Using the Core System
R. Daniel Bergeron, Peter R. Bono, James D. Foley
December 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 4
Full text available: pdf(2.92 MB) Additional Information: full citation, references, citings, index terms

6 Computer-generated pen-and-ink illustration
Georges Winkenbach, David H. Salesin
July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**
Full text available: pdf(1.16 MB) ps(20.36 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the principles of traditional pen-and-ink illustration, and shows how a great number of them can be implemented as part of an automated rendering system. It introduces "stroke textures," which can be used for achieving both texture and tone with line drawing. Stroke textures also allow resolution-dependent rendering, in which the choice of strokes used in an illustration is appropriately tied to the resolution of the target medium. We demonstrate these techn ...

Keywords: architectural rendering, comprehensible rendering, non-photorealistic rendering, prioritized stroke textures, resolution-dependent rendering, texture indication

7 The Quadtree and Related Hierarchical Data Structures
Hanan Samet
June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2
Full text available: pdf(4.87 MB) Additional Information: full citation, references, citings, index terms

8 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

9 Bioinformatics—an introduction for computer scientists
Jacques Cohen
June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2
Full text available: pdf(261.56 KB) Additional Information: full citation, abstract, references, index terms

The article aims to introduce computer scientists to the new field of bioinformatics. This area has arisen from the needs of biologists to utilize and help interpret the vast amounts

of data that are constantly being gathered in genomic research---and its more recent counterparts, proteomics and functional genomics. The ultimate goal of bioinformatics is to develop in silico models that will complement in vitro and in vivo biological experiments. The article provides a bird's eye view of the ...

Keywords: DNA, Molecular cell biology, RNA and protein structure, alignments, cell simulation and modeling, computer, dynamic programming, hidden-Markov-models, microarray, parsing biological sequences, phylogenetic trees

10 Octree based assembly sequence generation

Raymond C. W. Sung, Jonathan R. Corney, Doug E. R. Clark

May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**

Full text available: pdf(808.17 KB) Additional Information: full citation, abstract, references, index terms

This paper describes a system for the automatic recognition of assembly features and the generation of assembly/disassembly sequences. The paper starts by reviewing the nature and use of assembly features. One of the conclusions drawn from this survey is that the majority of assembly features involve sets of spatially adjacent faces. Two principle types of adjacency relationships are identified and an algorithm is presented for identifying assembly features which arise from "*spatial*< ...

Keywords: *assembly features, assembly planning, feature recognition, geometric modelling, octree representation*

11 Planar Geometric Projections and Viewing Transformations

Ingrid Carlbom, Joseph Paciorek

December 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 4

Full text available: pdf(2.81 MB) Additional Information: full citation, references, citings, index terms

12 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

13 Three dimensional apparel CAD system

Hidehiko Okabe, Haruki Imaoka, Takako Tomiha, Haruo Niwaya

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(4.71 MB) Additional Information: full citation, references, citings, index terms

14 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

15 Geometric compression through topological surgery
Gabriel Taubin, Jarek Rossignac
April 1998 **ACM Transactions on Graphics (TOG)**, Volume 17 Issue 2

Full text available: pdf(8.98 MB) Additional Information: full citation, abstract, references, citings, index terms

The abundance and importance of complex 3-D data bases in major industry segments, the affordability of interactive 3-D rendering for office and consumer use, and the exploitation of the Internet to distribute and share 3-D data have intensified the need for an effective 3-D geometric compression technique that would significantly reduce the time required to transmit 3-D models over digital communication channels, and the amount of memory or disk space required to store the models. Because ...

Keywords: 3D mesh compression, VRML, geometry compression

16 Special issue: Game-playing programs: theory and practice
M. A. Bramer
April 1972 **ACM SIGART Bulletin**, Issue 80

Full text available: pdf(9.23 MB) Additional Information: full citation, abstract

This collection of articles has been brought together to provide SIGART members with an overview of Artificial Intelligence approaches to constructing game-playing programs. Papers on both theory and practice are included.

17 Dissertation Abstracts in Computer Graphics
January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Full text available: pdf(2.53 MB) Additional Information: full citation

18 Projective and view-dependent textures: Exact from-region visibility culling
S. Nirenstein, E. Blake, J. Gain
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Full text available: pdf(984.67 KB) Additional Information: full citation, abstract, references, citings, index terms

To pre-process a scene for the purpose of visibility culling during walkthroughs it is necessary to solve visibility from all the elements of a finite partition of viewpoint space. Many conservative and approximate solutions have been developed that solve for visibility rapidly. The idealised *exact* solution for general 3D scenes has often been regarded as computationally intractable. Our exact algorithm for finding the visible polygons in a scene from a region is a computationally tractab ...

19 The holodeck ray cache: an interactive rendering system for global illumination in nondiffuse environments
Gregory Ward, Maryann Simmons
October 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 4

Full text available: pdf(935.74 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a new method for rendering complex environments using interactive,

progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and ...

Keywords: illumination, image reconstruction, mesh generation, ray tracing, rendering system, virtual reality

20 Modelling with implicit surfaces that interpolate

Greg Turk, James F. O'brien

October 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 4

Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce new techniques for modelling with *interpolating implicit surfaces*. This form of implicit surface was first used for problems of surface reconstruction and shape transformation, but the emphasis of our work is on model creation. These implicit surfaces are described by specifying locations in 3D through which the surface should pass, and also identifying locations that are interior or exterior to the surface. A 3D implicit function is created from these constraints using a var ...

Keywords: Implicit surfaces, function interpolation, modeling, thin-plate techniques

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Fri, 2 Sep 2005, 3:57:50 PM EST

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#2	((3d shape generating and fit and join<in>metadata) <and> (omitted portion <in>metadata))<and> (altered parameter<in>metadata)